Star Trek: The Role Playing Game™
Jack Photon's 4.0th Fantaversary Revision

Companion Maps: Nova, The Immmortal Infinite
Numbered 11" x 17" Maps and
Combat Grids

21st Century
HOUSE RULES
for 23rd Century Gaming

"To explore strange new worlds.
To seek out new life and new civilizations.
To boldly go where none a'gone a'fore.."

FASA-RPG Jack Photon's 4.0th Fantaversary Revision HOUSE RULES
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Companion Maps: GM50

GM50B
COMPANION TO GM50

STAR TREK 40TH
1983 - 2023
A Game for Roleplaying
Adventures in the original series as was, back when

Jack Photon's FANTAVERSARY REVISION 4.0TH HOUSE RULES
FOR USE WITH FASA GAME SYSTEM

260131.01

Game Module Addendum
11"x17" MAP SETS
Companion Maps to GM50
"Nova: The Immortal Infinite"

GAMEMASTER EYES ONLY

Jack Photon's
4.0TH FANTAVERSARY REVISION
STAR TREK 40TH
THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023

21st Century
HOUSE RULES
for 23rd Century Gaming

Design and layout are ©Mine 2026
All materials written by me are ©Myself 2026
Star Trek is Star Trek since ~1964

Shipboard Sensors readings: 12 mile Perimeter

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FASA RPG
Jack Photon's
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Beam Down Area

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =

NEW SCALE: 1sq =

Default: 1sq = 5ft = ~1.5m = 1AP Movement

Village Surroundings

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq = 100'

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq = 100'

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Village Surroundings

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq = 100'

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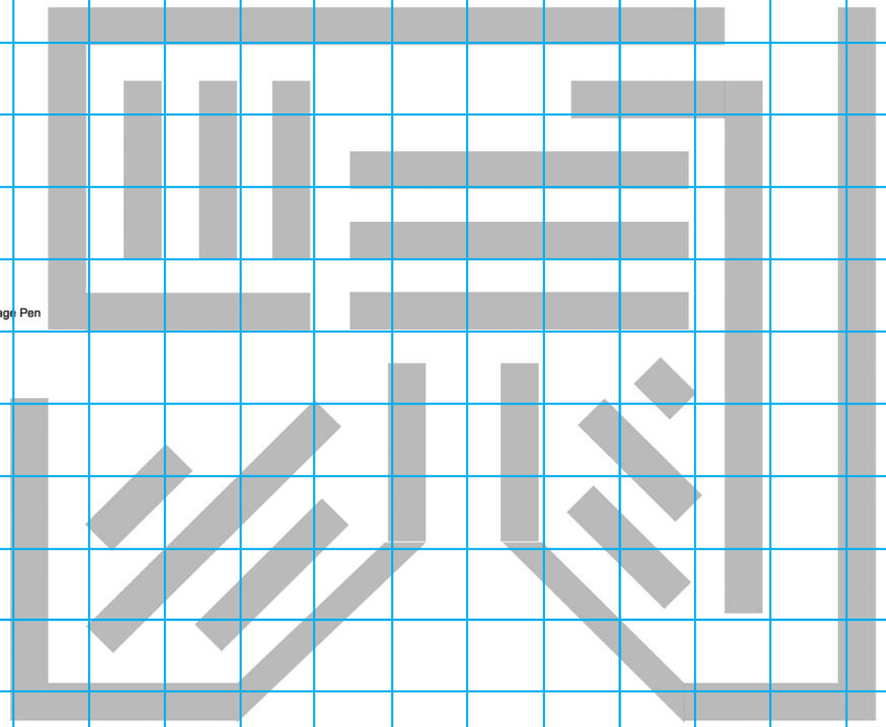
Combat Grids, Sheet 1/2
01.01

Village Coral



Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =

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NEW SCALE: 1sq =

Default: 1sq = 5ft = ~1.5m = 1AP Movement

Central Plain Distortion Point Sensor Readings

S11 Combat Grids, Sheet 2/2
230101.01

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =

NEW SCALE: 1sq =

Default: 1sq = 5ft = ~1.5m = 1AP Movement

Jack Photon's 25th Anniversary Newton

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Central Plain Distortion Point Sensor Readings

S11 Combat Grids. Sheet 2/2
230101.01

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =

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Jeff Paulsen 3rd Edition, 444 x 594 mm, 17.5x23.5"
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Central Plain Ground Map

S11 Combat Grids, Sheet 2/2
230101.01

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq = 25ft

NEW SCALE: 1sq = 25ft

Default: 1sq = 5ft = ~1.5m = 1AP Movement

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Player's Ground Map, Grotto

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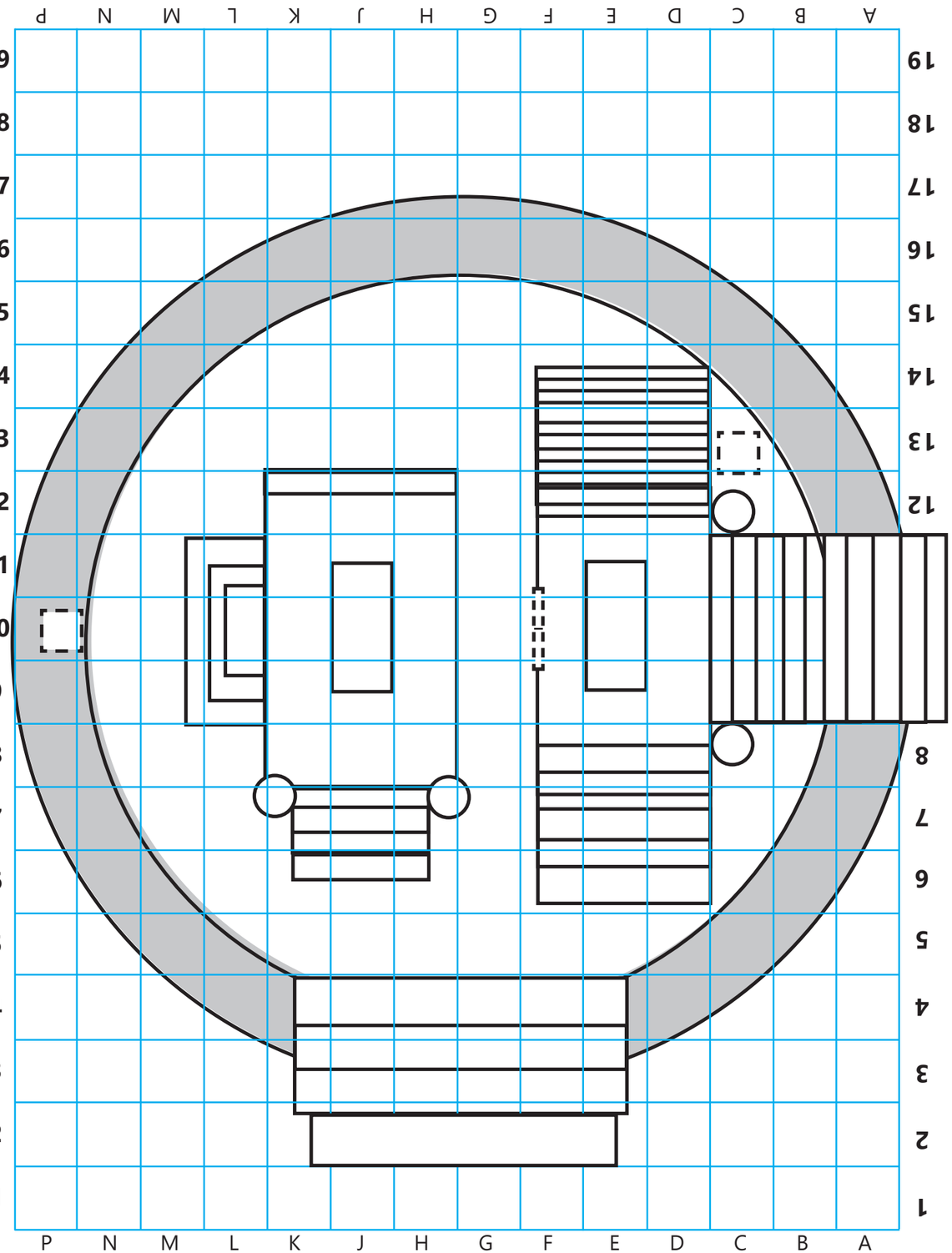
Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq =** 25ft

Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq =** 25ft

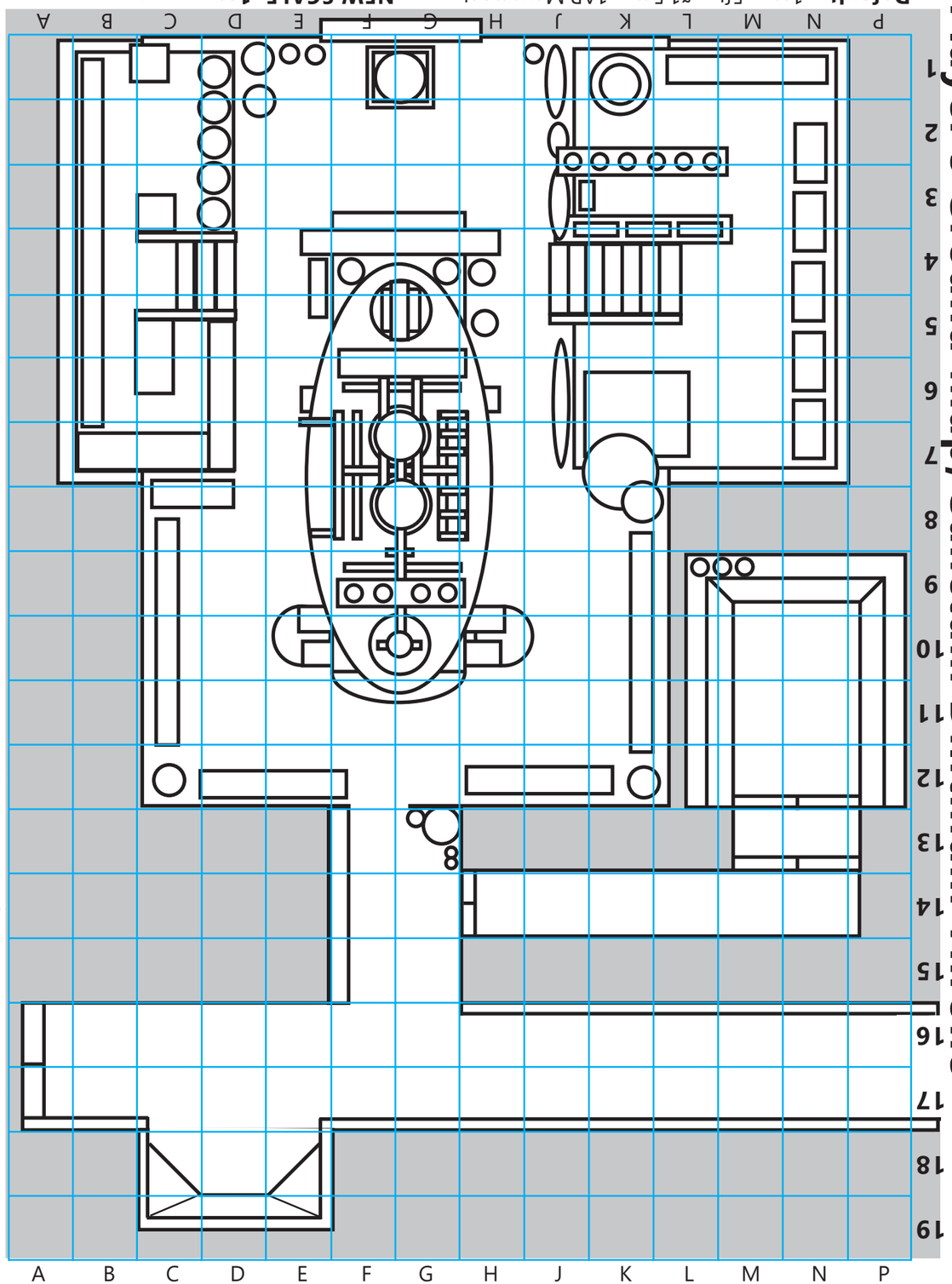
Player's Ground Map, Altar

Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq = 2.5ft**



Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq = 2.5ft**

Player's Ground Map, Sanctum Dilithium Throne



Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq = 2.5ft**

Default: 1sq = 5ft = ~1.5m = 1AP Movement

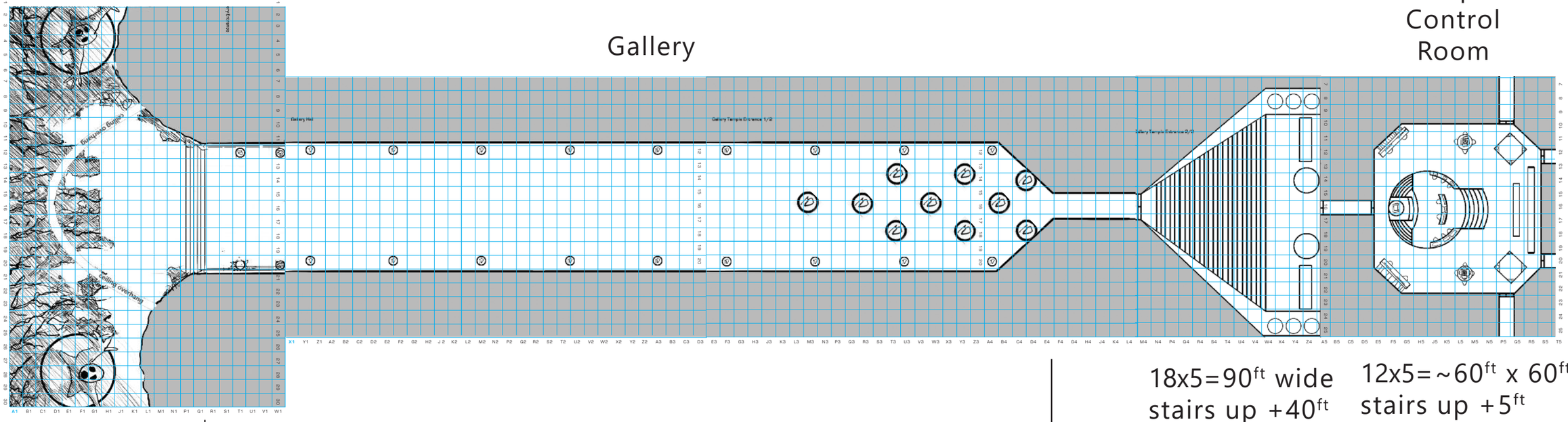
NEW SCALE: 1sq =

Gallery and Temple

Grotto Entrance

Gallery

Temple Control Room



stairs up +10ft
Exterior statues and pedestals are ~100ft

55x5=255ft long
9.5x5=47ft wide
ceiling = 60ft peak
= 30ft walls

18x5=90ft wide
stairs up +40ft

12x5=~60ft x 60ft
stairs up +5ft
Dias = ~30ft dia'

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Kenneth Newton
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NEW SCALE: 1sq =

Default: 1sq = 5ft = ~1.5m = 1AP Movement

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Gallery Entrance

Gallery Entrance

ceiling overhang

ceiling overhang

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =

NEW SCALE: 1sq =

Default: 1sq = 5ft = ~1.5m = 1AP Movement

Gallery Hall

Gallery Hall

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =

Gallery Hall

Gallery Temple Entrance 1/2

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =

FREE RPG
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NEW SCALE: 1sq =

Default: 1sq = 5ft = ~1.5m = 1AP Movement

Entrance to and Temple

Gallery Temple Entrance 2/2

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =

NEW SCALE: 1sq =

Default: 1sq = 5ft = ~1.5m = 1AP Movement

Fresh RPG
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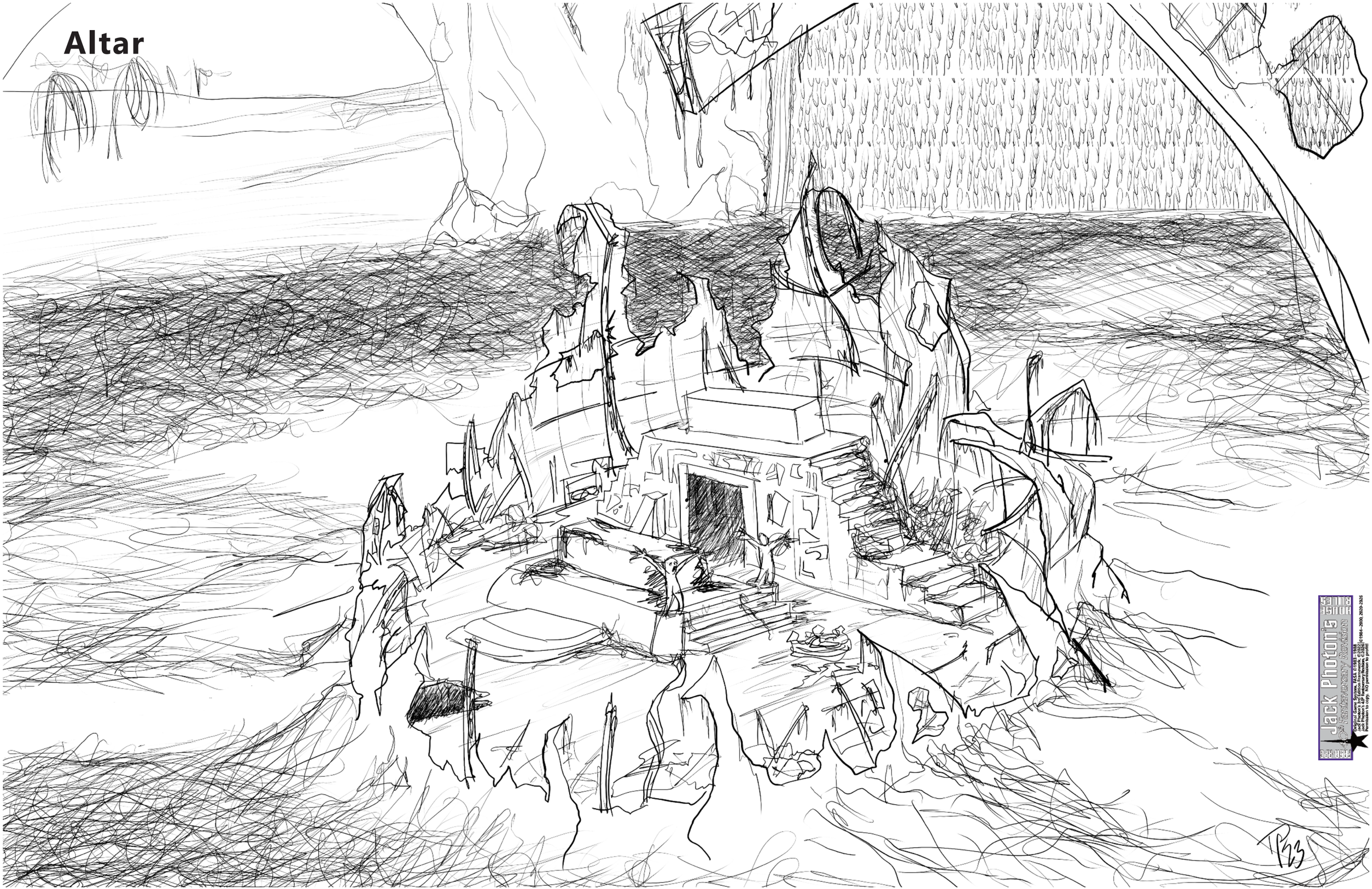
Altar



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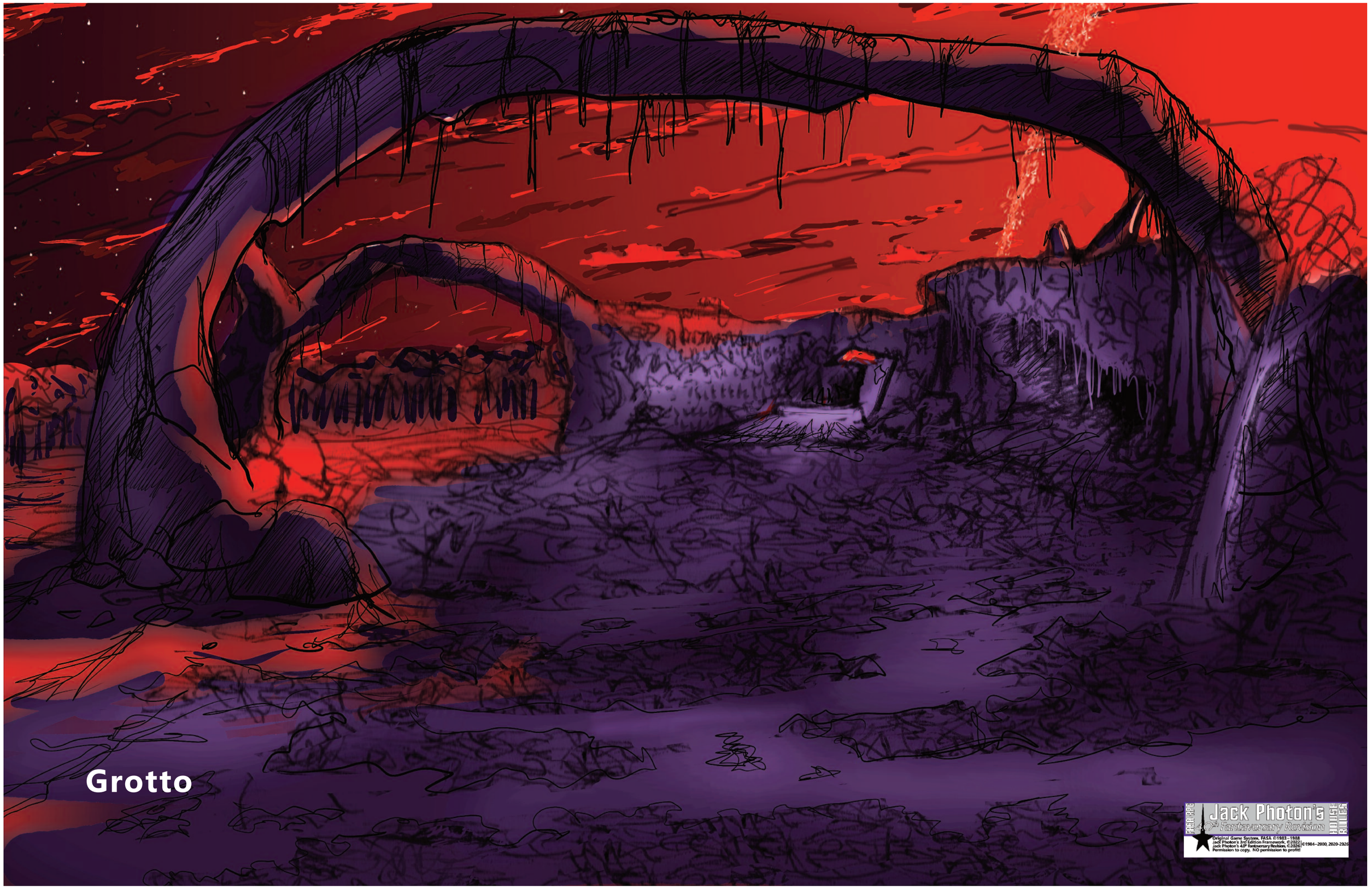

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Gallery Entrance

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The Conjunction

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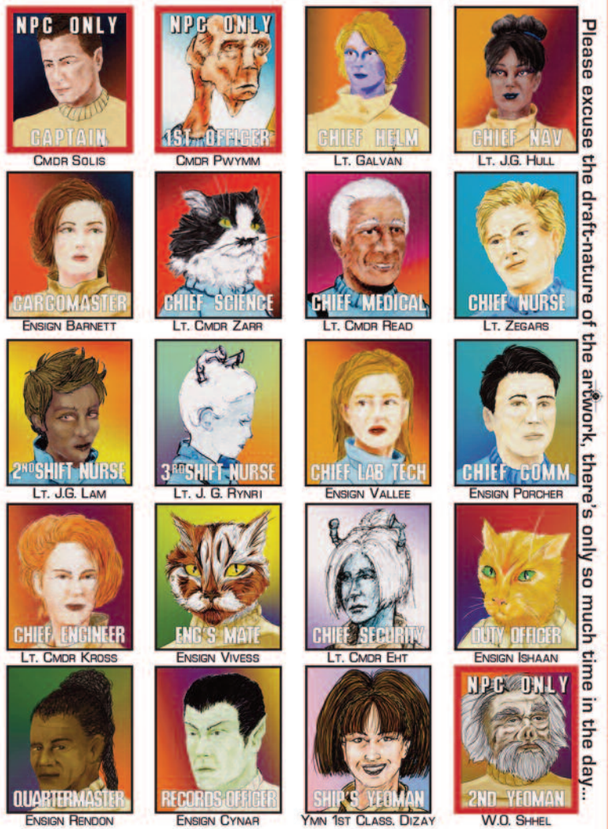
White Light

Planetary Lighting Conditions



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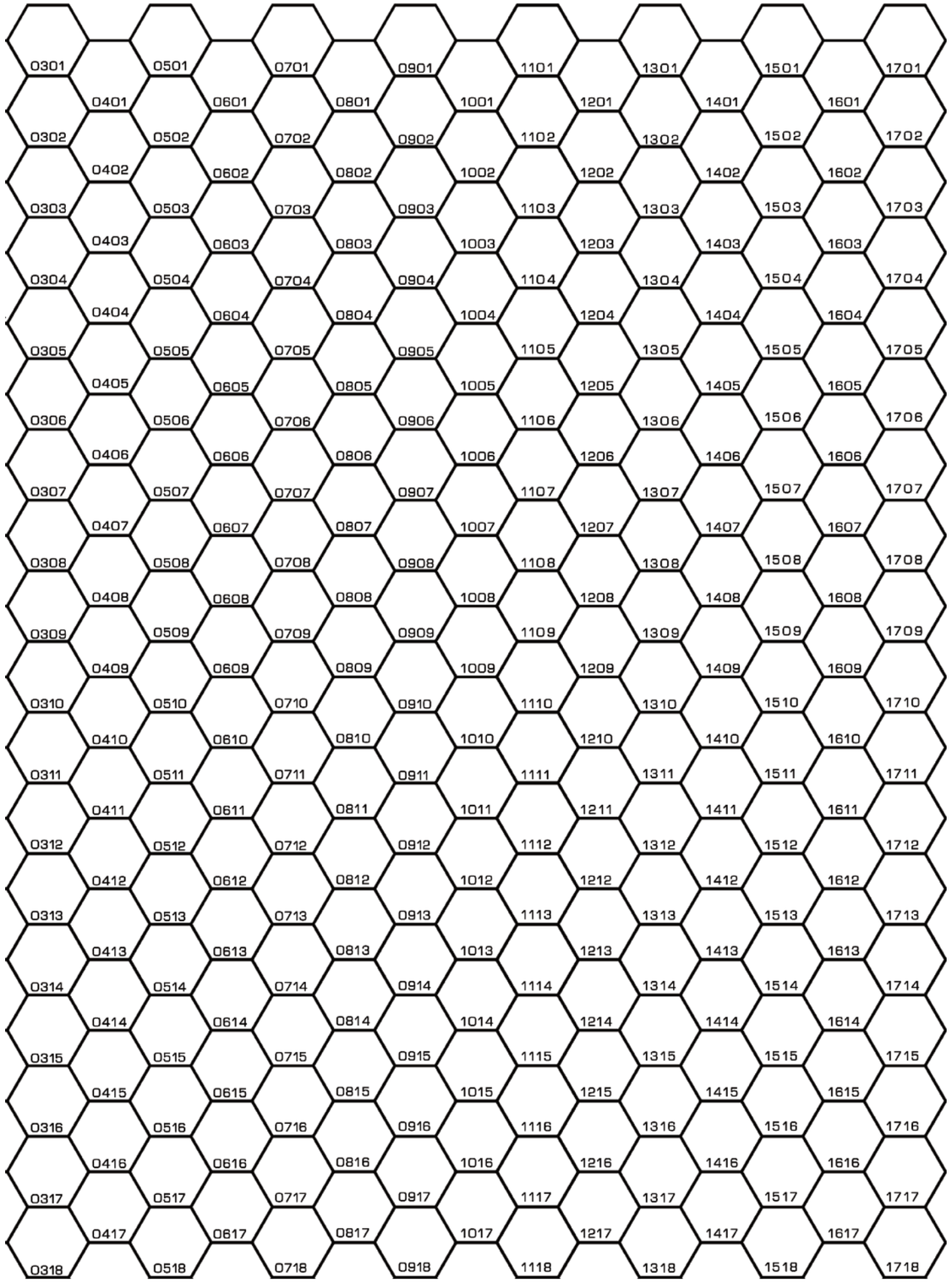
Relative quality of planetary light levels. From direct sun to light shadow.

Quick Skirmish Grid

courtesy, Jack Photon-space



Quick Skirmish Grid

courtesy, Jack Photon-space

Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq =**

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